

FORM OF THE FRENZIED WOLVERINE

Page 159: Above the Hit line, add “Attack: Strength vs. AC.” The information was missing.

LOREKEEPER’S CUNNING

Page 173: In the second paragraph of the destiny feature, add “non-Creation” before the first occurrence of “ritual.” This change keeps the ring from adversely affecting the game’s economy.

GUARANTEED RETRIBUTION

Page 185: In the Benefit entry, delete “feat.” This change ensures that this feat continues to provide a benefit despite changes to the Weapon Expertise feat.

IMPLEMENT EXPERTISE

Page 185: In the second sentence of the Benefit entry, add “feat” before “bonus to attack rolls.” Change “15th level” to “11th level” and “25th level” to “21st level”.

IMPROVED ARMOR OF FAITH

Page 185: In the Prerequisite line, change “armor of faith power” to “Armor of Faith class feature.”

Delete the last sentence in the Benefit entry. This bonus is untyped and stacks with other bonuses, so it should not scale because it gives the avenger an AC that is higher than intended for strikers in the paragon and the epic tier.

Also, replace the first sentence with the following: “While you are wearing cloth armor or no armor and aren’t using a shield, you gain a +1 bonus to AC.” This change syncs the feat up with the revised Armor of Faith text.

Prerequisite: Avenger, Armor of Faith class feature

Benefit: While you are wearing cloth armor or no armor and aren’t using a shield, you gain a +1 bonus to AC.

MELEE TRAINING

Page 187: The feat no longer adds your chosen ability modifier to melee basic attack damage. Instead, it adds only half the chosen ability score modifier.

Benefit: Choose an ability other than Strength.

When you make a melee basic attack using a weapon with which you have proficiency, you can use the chosen ability instead of Strength for the attack roll. In addition, you can use half of that ability’s modifier, instead of your Strength modifier, for the damage roll.

STRENGTH OF VALOR

Page 189: On the Benefit line, replace “your next turn” with “his or her next turn.” This change ensures that the duration of the effect doesn’t expire before the ally has the chance to take advantage of it.

Benefit: When you grant an ally temporary hit points with your Virtue of Valor, that ally also gains a +2 bonus to the next damage roll he or she makes before the end of his or her next turn next turn.

WEAPON EXPERTISE

Page 190: In the second sentence of the Benefit entry, add “feat” before “bonus to attack rolls.” Change “15th level” to “11th level” and “25th level” to “21st level”.

AGILE OPPORTUNIST

Page 190: On the Benefit line, replace “opportunity action” with “immediate reaction.” This change is necessary to prevent characters from making an inordinate number of basic attacks.

SPIRIT TALKER

Page 196: Replace the third paragraph in the Benefit entry with the following text: “Choose a Companion Spirit option. You gain the at-will shaman power associated that option, such as *spirit’s shield* or *spirit’s fang*, as an encounter power.” This change allows characters to use this shaman multiclass feat to select options from *Primal Power*, such as *spirit’s prey* or *world speaker’s command*.

FLUTE OF THE DANCING SATYR

Page 210: In the item’s power, replace “Encounter” with “Daily.”